

HUNTSMEN AND GRIMM V1.1

D&D 5TH EDITION HOMEBREW RULES: RWBY
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CHARACTER CREATION RULES

During character creation, each player has 85 points to distribute among all 7 stats. Each point equals one stat point. No stat may be below 6 or above 18 after spending these 85 points. Stats are still unable to go above 20 unless modified by items or semblances.

Example: If a character decides to get 18 strength first, they will have 67 points remaining to distribute among their remaining 6 stats.

Aura(new stat): This stat determines a character's semblance strength, Aura Pool and Aura shield. Similar to other stats unless modified by semblance or item this can not go above 20. Characters with 10 or less Aura cannot activate their semblance and may not know what it does until their aura increases above 10.

Aura Shield(new): A character gains a number of temporary hit points equal to their Aura Pool. This refreshes after a short or long rest.

Aura Pool(new): A character gains a number of Aura Points equal to their Aura Bonus x their level. This is used to fuel their aura shield and their semblance ability. If a character depletes their aura pool but still has remaining temporary hit points from their aura shield they lose the remainder of their pool until they regain aura. A character regains half of their spent aura pool after a short rest, a character returns to max aura pool at the end of a long rest.

Actions Per Turn(new): Instead of 1 Action and 1 Bonus action, each character can perform two actions on their turn starting at lvl 1, all bonus actions in the core rules are available to use as an action. Character's gain an additional action at 5th, 10th, and 15th level. A character is still limited to 1 reaction per turn.

HP and Proficiencies: Before determining your weapon and semblance design, you should choose a class that determines your character's HD, skills, saving throws, as well as weapon and armor proficiencies. You do not gain class features from this class (see character features below).

Semblance Creation: Each player should create a semblance that can be described in one to three words. Players should double check with their GM before finalizing their semblance to make sure they are ok with it. This description should be enough to tell your GM what your semblance would be capable of doing.

Semblance Example: Fire Bending, Super Speed, Regeneration, Phasing

Personalized Weapon Design: Each character has a unique weapon or set of weapons, this weapon should be as unique as the character's semblance. When making a weapon you can either have 2 Specialized Weapon & 2 Modifications each or 1 Weapon with 4 total. Some DMs may want to put limits on the number of times a player can take certain modifications such as upgrade (see weapon modification table). You must be proficient in any weapon or weapon form you choose for your personalized weapon.

Character Features: Rather than choosing a specific class to build off of, each level other than, 4th-5th-8th-10th-12th-15th-16th and 19th a character may choose a class feature from a melee class that is not magic based. GMs can make exceptions for certain magical based class features if they can find a way to flavor it in a non magical fashion. A character must be of equal or higher level than they would normally be in order to be able to take a character feature. You may only choose a character feature once unless otherwise stated in the core rule book such as fighting style.

Un-Available Class Features: Extra Attack, Action Surge or Ability Score Improvement. In addition these rules alterations are not meant to be used with spells from any class, however, players may look to spells for inspiration when using a semblance.

Ability Score Improvement: When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Race: Players can choose to be either a human or a Faunus. Humans are more well rounded and gain either +1 to all stats(after point distribution) or +1 to 2 stats and a feat, whereas a Faunus gains +2 to 1 stat and +1 to another. Faunus also gain darkvision and another trait based on their animal side. The stats bonus granted to Faunus usually reflect their animal trait, for instance, a Cat Faunus may choose +2 to dexterity

SEMBLANCE RULES AND USAGE

Creating a Semblance: Semblances replace magical abilities and spells. Each character has a unique ability or power, a semblance is the manifestation of a character's Aura, it is an ability that determines certain aspects of a character's combat technique. A semblance should be a one to a three-word description of what that power allows a character to do. Players should check with their GM to make sure that they will allow a specific semblance.

Examples: Earth Bending, Telekinesis, Super Speed, Danger Sense

Activating a Semblance: In order to activate a semblance a character must spend one action, a character may also augment their semblance in order to make it more powerful, however doing this may result in the number of actions required to use their semblance increasing.

Passive Semblances: Some semblances may give passive benefits, generally speaking this should be equal to a character's Aura Bonus + Semblance rank and should cost aura points per round to maintain (minimum 1). For instance if someone has 18 Aura and they have super strength as their semblance with a base of 18 strength their strength is effectively 23, increasing by 1 every semblance rank increase.

Semblance Attack: If you choose to attack with your semblance you must make a semblance attack that is equal to 1d20 + Aura Bonus + Proficiency Bonus vs an opponent's Armor Class. A character can spend aura points to increase this by +1/point, this must be done before the attack is made.

Damage: If a character's semblance has a damaging component then its base damage dice is based on their semblance rank and the number of dice is equal to their aura bonus.

Range: If you use your semblance at a distance or is used as a ranged attack, the base range for your semblance is (Semblance Rank + Aura Bonus) 10ft.

Radius: Some semblance have an area of effect, if the semblance is a burst effect the radius is equal to (Aura Bonus + Semblance Rank(1-5)) x 5ft. If the semblance is a cone the radius is 1/2 the initial radius, if it is a line the range is double the initial radius. For every aura point spent you may increase it by an additional 5ft.

Semblance DC: If you attempt to knock someone over, blind, deafen or impose another condition on an opponent with your semblance your opponent must make a Difficulty Check against your semblance DC. A semblance DC is equal to 8 + Proficiency Bonus + Aura Bonus. A character can spend additional Aura Points to increase the DC of your semblance by 1/Point however you must do this before the result is rolled.

Semblance Rank: Semblances can be used in a variety of ways, and have various uses, however not every character has the same control or power in their semblance. Each semblance has a rank of 1 to 5. Characters gain the first rank at level 1 and gain another rank at 5th, 10th, 15th and 20th level. Based on a character's semblance rank they can use a certain number of Aura Points per turn.

SEMBLANCE RANK TABLE

Rank	Level	Damage Dice	Max Aura
Novice (1)	1st to 4th	D4	5 Aura points
Apprentice (2)	5th to 9th	D6	10 Aura points
Adept (3)	10th to 14th	D8	15 Aura points
Master (4)	15th to 19th	D10	20 Aura points
Grandmaster (5)	20th	D12	25 Aura points

Augmenting Semblances: While all semblances require at least 1 point to be used at their base level, a player may spend additional aura points to augment certain aspects of it. These aspects will change based on what a character's semblance is however each aura point spent will usually only increase something one time, for instance a character who can teleport may be able to spend 1 aura point to increase their distance by 5ft. In addition a player must specify that they are augmenting their semblance before making any roll or action.

Aura Points and Action Cost: For every additional 5 aura points spent you must use up one of your actions per turn. For instance if you are level 10 and decide to use 15 aura per turn (which is the maximum for that level), you would have to spend 3 actions to complete that semblance use.

SPECIALIZED WEAPONS RULES AND COMBAT RULES

Each character has a unique weapon or set of weapons, this weapon should be as unique as the character's semblance. When making a weapon you can either have 2 Specialized Weapon & 2 Modifications each or 1 Weapon with 4 total. Some DMs may want to put limits on the number of times a player can take certain modifications such as upgrade

Ammo: Light Ranged weapons start with an ammo capacity of 20/cartridge, heavy ranged weapons have an ammo capacity of 10/cartridge

Critical Failure: If a character has a gun as their weapon or one of their weapons mode and they roll a natural 1 it jams, this requires 1 action to fix.

Transform Weapon: Weapons with multiple modes require an action to switch between them, a weapon cannot be in more than one mode at a time.

Dust Cartridges: Weapons with multiple dust cartridges require an action in order to swap between them, this is removed if your weapon has dust compatibility and fast reload

Combo Weapon Attack: Some weapons may be able to merge their attacks or attack simultaneously with multiple forms. When a character makes an attack with one of these weapons they choose which weapon form is primary then add 1 die from the secondary to the damage roll.

Team Attack: A character may use their reaction to assist an ally with an attack if they are within 30ft.

SAMPLE WEAPON MODIFICATION TABLE

Name	Weapon Type	Description	Multiple Times Y/N
Dust Compatibility	Melee or Ranged	attack with dust	Y
Channel Semblance	Melee or Ranged	modify semblance with weapon	N
Extra Form	Melee or Ranged	add another form to weapon	Y
Quick Transform	Melee or Ranged	no longer takes action to transform	N
Reach	Melee	Increases attack range by 5ft	Y
Thrown	Melee	Can throw weapon 15ft (uses dex)	Y
Laser Sight	Ranged	+1 Attack Bonus	N
Fast Reload	Ranged	No longer require action to reload	N
Extra Ammo	Ranged	Double ammo capacity	N
Upgrade	Melee or Ranged	Increases number of damage dice	

DUST RULES

Dust Ammo: Certain weapons can have dust loaded into specialized chambers, allowing them to use the energy created from dust to modify the ability of a weapon based off of the color of the dust. Certain dust changes the damage type, others add additional damage and some change the effect entirely. Below is a list of dust and the changes they cause. Unless you have separate chambers, you cannot have dust and ammo loaded at the same time. If you have separate chambers in your weapon you can change chambers as an action.

Critical Failure: If a character rolls a critical failure the dust crystal explodes and deals the damage to the wielder and any creature within 10ft. Characters Must use 1 Action to swap in another crystal.

MELEE WEAPONS – 1 STRIKE/CRYSTAL

Red: Adds an additional 2D6 points of fire damage to your next strike (1 Strike/Crystal)

Blue: Encases a portion of the opponents body if the target fails an Acrobatics check. A creature may attempt an opposed grapple check on their turn to free themselves, otherwise they cannot move until the ice is broken.

Orange: Adds 2D6 points of lightning damage to a strike

Green: You may make a melee attack at a target within 30ft of you, a green 15ft wide crecent shaped projectile fires from your blade at the target. Creatures who are not your primary target must make a dexterity save equal to your attack roll or take 1/2 damage, no damage on succesful save.

Brown: Adds 2D6 points of bludgeoning damage

Violet: Increases the damage of an attack by (2x str/dex bonus based on weapon) or pushes the opponent back 10ft, choice must be made before the attack is rolled

RANGED WEAPONS – 6 STRIKES/CRYSTAL

Red: Adds an additional 1D6 points of fire damage to your weapon attack

Blue: Encases a portion of the opponents body if the target fails an Acrobatics check. A creature may attempt an opposed grapple check on their turn to free themselves, they cannot move until the ice is broken.

Orange: Adds 1D6 points of lighting damage to your weapon attack

Green: When you make an attack a green 15ft wide crecent shaped projectile fires from your blade at the target. Creatures who are not your primary target must make a dexterity save equal to your attack roll or take 1/2 damage, no damage on succesful save.

Brown: Adds 1D6 points of bludgeoning damage to your weapon attack

Violet: target must make a strenght save or be knocked back 10ft

GRIMM IN THE MONSTER MANUAL

Grimm from Creatures

- Beowolf- Werewolf (MM pg. 211)
- Beringel - Barlgura (MM pg. 56)
- Dragon - Ancient Red Dragon (MM pg. 97)
- Geist - Ghost (MM pg. 147)
- Golliath - Mammoth (MM pg. 342)
- Griffon - Griffon (MM pg. 174)
- Nevermore - Roc (MM pg. 260)
- Seer - Will-o-Wisp (MM pg. 301)
- Ursa - Wearbear (MM pg. 208)

Robots

- Atlesian Knights- Stone Golem (MM pg. 170)
- Atlesian Paladins - Iron Golem (MM pg. 170)